dc comics 1999 editorial presentation

COUNTDOWN TO THE MILLENNIUM

dc comics 1999 editorial presentation

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Dear Colleagues:

Looking forward for DC Comics means looking back, reassessing what made us great. It's about our legacy and our family... not just of the readers and retailers sharing the DC Universe with us... but also investing in the relationships forged amongst the characters themselves. Following the enormous and unanticipated success of **JLA**, DC Comics has decided to restructure our entire line around the "Magnificent Seven" founding members of the World's Greatest Super-Heroes. Characters without established "families" of titles will be assigned new group editors with the intent to cultivate publishing subdivisions around these "pillar" properties, to elevate and sustain the DCU into the new century. This restructuring will be spun out of the event series DC One Million, and each DC JLA "family" will have have a titular head of household...

- Superman: Grant Morrison
- Batman: Denny O'Neil
- Wonder Woman: Chris Claremont
- Flash: Mark Waid
- Green Lantern: Ron Marz
- Aquaman: Mark Millar
- Manhunter: Tom Peyer

With this new structure, we anticipate stronger bonds with our existing reader base, and their word-of-mouth excitement, coupled with the dynamic creative arrangement, will welcome whole new members into *our* family... Not to mention brand new highs in retail sales. But we'll keep that... in the family!

Welcome to the reunion,

Bob Wayne

Bob Wayne
Director — Direct Market Sales

SUPERMAN 2000

dc comics 1999 editorial presentation

SUPERMAN 2000

Historical record tells us that every fifteen years or so, Superman is reimagined to address the wants and needs of a new generation. Fifteen years ago, John Byrne recreated Superman from the ground up. Fifteen years prior to that, Julie Schwartz and Denny O'Neil engineered the biggest shakeup since Mort Weisinger began bringing in all his familiar lore fifteen years previous.

That fifteen year cycle is upon us again.

The new face of Superman is a forward-looking, intelligent, enthusiastic hero retooled to address the challenges of the next thousand years. The ultimate American icon revitalized for the new millennium as an aspirational figure, a role model for 21st Century global humanity. Unlike the "cosmic reset" revamps all too prevalent in current comics, our New Superman approach is an honest attempt to synthesize the best of all previous eras. Our intention is to honor each of Superman's various interpretations and to use internal story logic as our launching pad for a re-imagined, streamlined 21st century Man of Steel. The "cosmic reset" notion has been replaced by a policy of "include and transcend" with regard to past continuity. Our intention is to restore Superman to his pre-eminent place as the greatest super-hero of all.

We don't think this will be much of a problem.

This is a more powerful Man of Steel, a Superman with a much keener intellect and curiosity. Suddenly there's more to learn, more to do, further to travel and a greater responsibility. Kal is more Superman than ever before, with a corresponding tight focus on the character and his incredible adventures. Now is the time to make Superman very definitely the star of his own book.

The Daily Planet becomes the world's preeminent global internet news service, read worldwide. Lois and Clark are now physically separated. We have a new blanket take on Superman's foes. We've recast many of them as cracked-mirror reflections of the Man of Steel himself, aspects of his character taken to a villainous extreme. Brainiac represents Superman's alien nature without his human compassion. Luthor is the only man on Earth capable of being Superman's equal but has squandered his unlimited potential on evil. Prankster fights for Truth and Justice in a demented way, and Bizarro... we restore the creepy, demented, unnerving quality of the old stories. A little funny still... but somehow, a lot more scary. The Tyrant Sun from DC One Million is back, fulfilling his destiny as one of Superman's most deadly and persistent foes.

This changes everything...

FREQUENCY
WEEKLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
STANDARD

LABEL
MAN OF TOMORROW

SHIP DATE
MAY

EDITOR
MIKE McAVENNIE

WRITER
GRANT MORRISON
MARK WAID
TOM PEYER
MARK MILLAR

PENCILLER
VARIOUS

INKER
VARIOUS

COVER ARTIST
BARRY WINDSOR-SMITH

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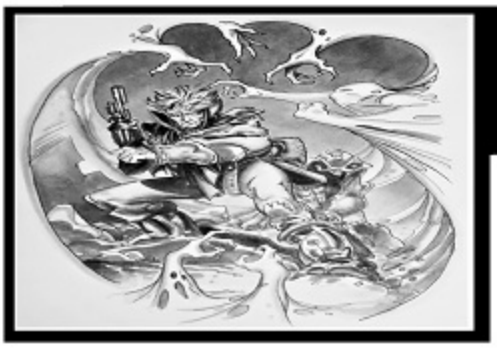

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Once there were Infinite Earths. Now there are but a few. In an essential duality, "The Foundation World" experiences an irregular cycle in which it is defined either by science or sorcery. At times of mystical wane, the majority of supernatural energies are shunted into parallel dimensions referred to collectively as the Ultra-Realm, including fantastical realities such as Myrra, Gemworld, Pytharia, the Dark Dimension, Azarath, Ra, the Beyond Region, the Land of the Nightshades, and Fairyland. This is distinct from the pocket dimensions once in orbit around Solaris, including Skartaris, Geranth, and the parallel Earths that were inhabited by Beowulf, Atlas, Starfire, Ironwolf, and the Star Hunters. The rules vary according to realm and incarnation, as they experience frequent radical renewals, but a constant is an eternal war of good versus evil across planes of perpetual light or darkness. Lords and champions have emerged across all realms and since the dawn of history. Exceptionally attuned individuals, and especially twins, transcend any one reality and command extraordinary power as Lords of the Ultra-Realm.

The war between Light and Darkness began before time itself. In 45,000 B.C., as part of a conflict passed down from their own parents. brothers Ahri'ahn and Garn Daanuth each sought to be Lord of Atlantis. Across thousands of years, Lords of Order and Chaos jockeyed for dominance. The legacy of each fed the struggle betwixt The Marvel Family and The Seven Deadly Enemies of Man, Lady Amethyst and Lord Opal, Equinox and Scarabus. Through countless incarnations, when balance shifted, the universe would be unmade and reborn, governed by new Lords of the Ultra-Realm. Most recently, The Overlord Savage-Falkon and the Princes of both Lightlands and Darklands collided at the fall of Solaris, and for the first time in innumerable realities, the Lordships now laid upon preexisting recipients.

Some of these combatants even claim to be gods themselves, but are in truth only the most powerful surrogates of deities of such cosmic might that their direct interaction would itself destroy the multiverse. Before the time of man, a traveling energy force erupting from The Source dubbed "The Godwave" passed over creation, providing the spark from which a sort of mortal divinity was seeded. Besides the so-called "gods," it also manifested the essential powers behind the Speed Force, the Quantum Field, the energies manipulated by the children of Maltus, and much more.

Thousands of years ago, a young boy entered into a pact with six ancient deities of Earth to avenge the murder of his family, and to defend broader humanity. Taking his new title and mantra from the first letters of the names of his patrons, Vlarem became his world's debut super-hero, and one of the Lords of the Ultra-Realm. It became known to him that the natures of good and evil, light and dark, must be eternally balanced to allow for the continued existence of the mortal plane. If either side grows too powerful, our universe, and even the multitudes of parallel universes, will collapse in on themselves to end all life as we know it.

Tricked into conceiving fraternal twins with a demoness, Vlarem unintentionally shifted this balance toward darkness. As part of his penance, Vlarem was forced to create a prison for the monstrous Three Faces of Evil (Terror, Sin, and Wickedness), then guard it at a point in the center of all of space, time, and dimensions that was dubbed the Rock of Eternity. While his children, Lord Satanus and Lady Blaze, carved fiefdoms in the depths of Hell, their father sought champions to restore the Light that they cast long shadows over.

In the meantime, whole pantheons faced similar conflicts, with the occasional Ragnarok wiping out hosts of Old Gods, to be replaced by new ones. The last era in which wizardry held any real sway over Earth was in the immediate post-World War II period, when the banishment of the Marvel Family and the Monster Society of Evil from this plane wiped their very existence from memory, and convinced the world that the very idea of such beings was pure superstition. However, the Godwave has rebounded from the far end of the cosmos back toward the center, and in its wake were legions of newly christened super-heroes in place of the ancient demigods.

Not content to pass into antiquity, pantheons like those of the Greeks and Romans have begun to merge their essences into hybrid beings that can better stand against metahumanity and New Gods alike, as well as reclaim Earth as their dominion. Nether realms have faced the same influx as the material plane, with the former rulers of the Underworld facing challenges from the likes of Grendel and Dgrth. Likewise, the kingdoms of parallel realms confront upheaval, from the fascistic revival of Lady Amethyst on Gemworld, to the proliferation of the Yorg in the Land of the Nightshades, and even the encroachment of the entire Dark Dimension by mad Maaldor.

The current threat to the balance began with Lansinar, entombed 40,000 years under Antarctic ice. It had been the home of beings that inspired notions of divinity in early humans, hardly the first, and it had been disturbed by the explorer Cave Carson, the heroine Wonder Woman, and her concealed companion Herakles. Their activity triggered a nearby homing beacon in the merely 20,000 year old underground White Martian base of Z'Onn Z'Orr. Long exiled to the limbo dimension they called the Still Zone, a White Martian army had come into contact with another of their own, millions of years old, who would guide them back to Earth.

The impacts of the War of the Gods, the rebounding Genesis Wave, and the exile of Solaris have weakened the old boundaries, causing a collapsing of these alternate worlds, and prompting a mass migration to the once grounded primary universe. While previously accessible resources for mana have run dry, the abandoned pocket dimensions have collapsed into super-dense wells of eldritch energy. The Ultra-Realm again heavily overlaps with Earth, and the undeniable presence of mythological entities has pitched the balance back toward a magical reality.

Multiple confederacies of evil conspire in the shadows to extend their influence. The twelve great cities of mystical energy long ago charted by the Lord of Atlantis have been renewed by the mana wells, but Arion is not the man that he used to be. Neophytes and the resurrected will have to locate these power site using the Zodiac Crystals spread across the diapora upon the sinking of Atlantis. A bloody crusade will ensue, with the Dark-Lords already having claimed The Ruby of Life once controlled by Sargon the Sorcerer. In the face of that threat, warriors such as Atlas, who derive their power from the likes of the Ram Crystal, are disinclined to part with them when guilt-ridden archeologist Pandora Pann tries to set right the shift that she may have contributed to provoking.

Less nuanced and ambivalent than the planet we once knew, warriors of virtue and vice rage existential combat for the soul of the modren world. To those grounded in a more familiar reality, this is all but a THRILLER. Magical beings from realms out of storybooks feel like OUTCASTS by comparison. Those who assert themselves through advanced technology and the weight of alien worlds are DISRUPTORS. Regardless of alignment, they all impact on the balance of power throughout the Ultra-Realm...

CSA

CRIME SYNDICATE OF AMERICA

Banded together upon Earth-3, in a twisted parallel universe where good is evil and wrong is right, are thirteen of the most chivalrous martyrs of all time. The Legion of Boon, dedicated to a single objective: the salvation of their universe. Only this one group dares to challenge the intergalactic threat of The Crime Syndicate of America! An evil version of the Justice League of America versus heroic incarnations of our Earth's most sinister villains! This is... The Challenge of the SuperFiends!

On a parallel Earth conquered by the World's Greatest Super-Villains: Ultraman, Superwoman, Owlman, Power Ring, and Johnny Quick, only one genius philanthropist has mustered any opposition. Alexander Luthor, Sr. has managed to survive so far, mostly only clashing with Ultraman alone, but he's frustrated by a lack of traction against the Crime Syndicate of America as a whole. If he's ever to overthrow their superhuman totalitarian rule, he must gather an equal opposing force from around the world to meet in his secret Rotunda of Boon, hidden under the chalky waters of the River Dour. Luthor's Legion will ultimately consist of...

- The Quizmaster, slight of hand expert, field commander of the team, and Luthor's chief competition for cleverest man alive.
- Bluestocking is Della Calza, the lovechild of Know-It-All Quintic of Colu and Ultragirl of Krypton in the 30th Century, rebelling against her tyrannical parents by traveling back in time to kill the CSA before her future can come to pass.
- Sir Solomon Grundy, a towering Victorian gentleman golem, blasted to life out of the white cliffs of Dover by the first aerial bomb dropped on British soil, in order to defend the empire against the Germans during the World War.
- Bizarress, an imperfect clone of Superwoman created by Bluestocking who through exposure to magic survived the typical 24-hour life cycle of a Bizarro to drive her mistress' team to desperation with her backwards logic and unpredictable actions.
- Bone Machine is Paul Black, a gigantic man from a shady place with a big, big love for humanity.
- Savanna, a hyper-rational panther so concerned about environmental collapse that she struck a bargain with Ogo, the Dogon chaos god of Mali, to acquire humanoid features by devouring whole one evil person per week.
- Devil Ray, who uses a high-tech aquatic battle suit to avenge the death of his son when Sea King negligently sank their boat during a drunken bender.
- Scarecrone, a mysterious woman who overcomes her crippling anxiety by redirecting it toward the types of brutal assailants that nearly ruined her life while covered head-to-tow in the stuff of nightmares.
- General Grodd, renegade freedom fighter from the militaristic Ape Nation.
- Auspicious, a former Emerald Knight of Oa, the private police force of ancient alien overlords. Price Auspicious forged his own yellow power ring after the Oans slaughtered his home world of Korugar.
- The Cold Cop, Officer Leonard Snart, who "misplaced" an experimental freeze gun used in a heist to employee it as a part-time vigilante.
- ...and Nick Knack, a.k.a. "Win" Schott, the son of a beloved toymaker who uses the technical expertise gleaned from growing up in his father's workshop to outfit the Legion of Boon with advanced equipment.

Spinning out of their debut in the hit JLA story arc "Earth^3", Alexander Luthor recognizes that he is fated to lose so long as he faces the CSA in his own parallel dimension. However, not all heroes have a counterpart on his Earth, such as Martian Manhunter, who easily bested an Ultiman handicapped by the probability laws of our universe. That advantage would be lost on Luthor's world, but the Manhunter from Mars' win ratio is surprisingly neutral as a Justice League member, an ambiguity that could be valuable to the Legion...

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
STANDARD

LABEL
JLA

SHIP DATE
MARCH

EDITOR
DAN RASPLER

WRITER
KURT BUSIEK

PENCILLER
RON GARNEY

INKER
DAN GREEN

COVER ARTIST
ALEX TOTH

ACTEX

Riddled with cancer from extended exposure to kryptonite, billionaire industrialist Lex Luthor appeared to perish in a plane crash, and his holdings were transferred to his illegitimate, heretofore unknown "son." In truth, Luthor's consciousness was transferred into a cloned version of his younger self. However, a degenerative disorder developed in clones produced by Project Cadmus, becoming a plague that wiped out most of their kind. Luthor was paralyzed and left in a withering body ravaged by rapid aging. To survive, he entered into a Faustian bargain with the demon Neron, restoring his youth and vitality in exchange for his immortal, immoral soul. Neron has a characteristic flair for irony, seeding devilry in the details. While Luthor's mind and body were restored in one form, his soul was technically left intact elsewhere, transferred into a newly created duplicate.

Seeking a remedy for the instability of previous clones, renegade scientists had exploited DNA harvested from the brief appearance of parallel universe doppelgangers of Luthor and members of the Justice League known as the Crime Syndicate of America. Despite being the true Luthor in literal spirit, the subtle differences to the chairman of LexCorp had rendered the clone "a" Lex, but not the one in power. Threatened by the existence of a rogue copy, Team Luthor is dispatched to exterminate "Alex." Escaping from his makers, Alex is deprived of all of Luthor's considerable resources, aside from his inherent brilliance. No one knows if the catastrophic failures of previous clones will impact on the Earth^3 derivative version, and if so, what is "Alex's" expiration date? Perhaps speeding it along, there are a host of enemies; including Luthor's homicidal ex-wife Contessa Erica Alexanda Del Portenza and his New Blood empowered murder victim Myriad; who see an opportunity at vengeance through proxy.

Surrounded by dangerous parties intent on dissecting, exploiting, or destroying him, Alex must also wrestle with a nature not entirely his own. Likely living on borrowed time, and perhaps incapable of reclaiming his human form, Alex must consider whether he has any path to at least insuring that he hasn't doomed himself to an eternity of servitude to Neron in an infernal afterlife. "For what is a man profited, if he shall gain the whole world, and lose his own soul? or what shall a man give in exchange for his soul?" Always previously governed by self-interest, Alex now feels a inborn compulsion to act toward a greater good, perhaps his best chance at avoiding a damnation entirely of his own making. Having already died twice and incurred ever greater penalties for his past choices, Alex must choose to be reborn as savior rather than sultan, employing his technological brilliance to turn a new leaf... if only for his own sake.

FREQUENCY
MONTHLY

DURATION
12 ISSUES

PAGE COUNT
32 PAGES

FORMAT
STANDARD

LABEL
NONE

SHIP DATE
JANUARY

EDITOR
MIKE McAVENNIE

WRITER
JAMES D. HUDNALL

PENCILLER
TOM LYLE

INKER
MIKE ESPOSITO

COVER ARTIST
JUAN GIMENEZ

MACHISTE

outcasts

MACHISTE

During the blockbuster event DC ONE MILLION, it was revealed that the tyrant sun Solaris, during its millennia of existence, had caused tears in the fabric of the space-time continuum at points of exerting its maximum gravitational pull. Numerous tangential realities had been created as a result, each perceiving Solaris to be their sun, often on a variation of the planet Earth. The defeat of Solaris in the present created a temporal paradox that orphaned these realities, extinguishing their essential solar source, and forcing them to become refugees in the dying days of the 20th Century.

One such parallel reality was "the inner world of Skartaris," long misguidedly assumed to have proven "Hollow Earth Theory." This tangent land already held numerous esoteric points of contact with the true Earth. so that following the sacrifice of the Warlord, Travis Morgan, they had an easier time than many at acclimating to our modern reality.

Machiste had never known any realm but his lost Skartaris, where he had been the warrior king of Kiro, and refused to serve as a peasant in exile. His ways were not acceptable to polite society, who branded him a criminal, but Machiste's intellect, ferocity, and determination would see him carve a new empire in this comparatively genteel place. At his side is the former sorceress daughter of his departed best friend, Jennifer Morgan, whose transition back to life in the United States was unexpectedly difficult. Bereft of her magic and family, the former Lady Jennifer chooses to take out her frustrations on the world that she once happily abandoned.

But they are not the only souls trapped in a world that they don't recognize as their own, and few of its residents are welcoming or understanding. As Machiste and Lady work to establish a new thieves guild, they are targeted by the revived Manhunter Cult, guided by the alien N'Lasa to right past wrongs committed in their name. Among them is Arak Wind-Walker, the reincarnation of an ancient Quontauka tribeman, whose memories of past lives were restored in the aftermath of recent events. Having served as a super-villain for too many years, Arak now uses his ability to control airflow, coupled with centuries spent as a warrior, to reclaim his lost sense of righteousness. Similarly, the evil that was Deimos never dies, and his legacy of cruelty endures. One must rise up to lead the huddled masses of sunless worlds out of the darkness, and if he isn't the ruler they would have chosen, Machiste is still the one they'll need to survive!

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
NEW

LABEL
OUTCASTS

SHIP DATE
FEBRUARY

EDITOR
JOE ILLIDGE

WRITER
GRASS GREEN

PENCILLER
ERNIE COLON

INKER
DEXTER VINES

COVER ARTIST
RICHARD CORBEN

MADAME FAY

THRILLER

MADAME .44

Jeanne Walker-Tane's days as a two-gun robbing hood were well behind her, as a married mother of two. Her schoolteacher husband John however still occasionally served the frontier town of Mesa City, Arizona in the same capacity as when they had met. Seeking vigilante justice as Johnny Thunder, his investigation into a series of extralegal tribal massacres had led him to a cadre of evil men using "Indian control" as a cover for mass murder. Gathering evidence as to their identities and motives, including the bald Russian gunslinger with the gleaming eyes who appeared to lead them, John was intent on presenting his findings to the governor.

Tragically, their home was violently assailed by these men, leaving Jeanne showered in John Tane's blood as she barely escaped with their children. They still aren't safe though, as all evidence of the attack was wiped clean, John's body is nowhere to be found, and these manhunters absolutely will not stop until the rest of Tane family is similarly removed from existence. Sending her babies into hiding with a trusted friend, the widowed bride would wear white again as Madame .44, her blond hair stained red by her beloved's life force. Even armed with her trademark twin Remington Magnum revolvers, she is outnumbered and overpowered. The gunslinger in black is more than human, and in this time, with these weapons, Jeanne may not be enough to put him down.

With the help of Billy Jo Bonney, a kid outlaw the Tanes had reformed, and the pacifist war deserter Aaron Hope, Jeanne had secured safety for her children with old friend Matt Savage. The trail boss helps her make contact with his estranged cousin Brian, a notorious "Scalphunter" growing weary of life as an outcast from two worlds. Jeanne's youthful dalliances with the roguish Bat Lash had nearly wrecked her marriage in its early days, but now she needed his resources. She also had some of her own, from both sides of the noose, like the Native lawman dubbed "Pow Wow Smith," as well as the father and son Wilson rangers with their pet hawk.

They won't be enough, as this western tale of unkillable killers grows ever weirder. They'll cross paths with devils, both on their side of angels in the form of El Diablo, and in league with the damned like Jason Blood. The Illuminati, a powerful ages old secret society, will take an interest, allowing Savage to recall meeting them when he was decades younger... just a few years ago?

Madame .44 avails herself of the most extraordinary individuals and astounding inventions in the Old West... and perhaps times beyond... to prove that the finest hunter of men isn't one herself.

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
NEW

LABEL
THRILLER

SHIP DATE
MAY

EDITOR
MAUREEN McTIGUE

WRITER
WENDI LEE

PENCILLER
JOHN PAUL LEON

INKER
JOHN PAUL LEON

COVER ARTIST
EARL NOREM

MISTRESS XANADU

outcasts

MISTRESS X

The woman now known as Madame Xanadu once wielded extraordinary sorcery, but when it left her, she seemed to disappear along with it. Like a beggar, she quietly gathered the discarded energies of evil spirits in her little jars, but only after unwitting pawns had done the dirty work of vanquishing them for her. Poor, pathetic, trading sex for subsistence from truly fearsome entities... her only consolation, the immortality that she'd cheated out of Death herself. Then, her proximity to the Spectre paid off, as she was offered a bribe by the modern Mephistopheles, Neron, to help compromise the Spirit of Vengeance's connection to its human host. Both parties planned double crosses, and in fact Xanadu succeeded in helping her sometimes ally and lover Jim Corrigan out of his predicament. At the mere cost of her soul, Xanadu came out ahead in the form of demonic familiars Bathopet, Maw, and Atopeh, who respond to her every whim.

A woman of passion like Xanadu has a great many whims, and having them catered to has led to... complications. Xanadu's manifest demons often act on her slightest impulse, forcing her to govern her emotions and their actions throughout her waking hours and, less successfully, in dreaming. Now more than ever, she is petitioned for aid by the community of displaced persons who once inhabited fantasy lands upon which the tyrant sun Solaris had shone. With them came many supernatural beings unfamiliar with the hierarchy of this plane, upsetting figures of whom Xanadu still wishes to steer well clear. At this point, even the odd Lex Luthor clone may turn up on the steps of her Greenwich Village curio shoppe. Goddess help us if the Phantom Stranger darkens her door, because Xanadu is certainly not his kind of girl. There are certain unforeseen maintenance costs that come with commanding a trio of demons, and as she had experienced not so long ago, payment for her services from such desperate parties can veer toward the, shall we say, sordid. Whether through mystical energies or rougher trade, Xanadu commands high prices indeed, and she is no longer some anonymous madame to be passed on the street. These days, her servants know her better as... Mistress X.

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
NEW

LABEL
OUTCASTS

SHIP DATE
2ND QUARTER '99

EDITOR
JOE ILLIDGE

WRITER
CHRISTINA Z

PENCILLER
STEVEN HUGHES

INKER
STEVEN HUGHES

COVER ARTIST
STEVEN HUGHES

MELLE

LE MADEMOISELLE MARIE

THRILLER

Mlle

The United States greeted its soldiers returned from World War II with ticker-tape parades and a pristine America lifted out of depression. The experience of the French Resistance was much different, as their nation lay in ruins and its people starving.

Having betrayed and hunted by their own countrymen, the members of the Vichy government would need to be purged and tried for their crimes. Even within the resistance was a patchwork of conflicting leaders and ideologies brought together out of necessity, and in her years of fighting among these factions, the woman known only as Marie had to overcome more adversity than anyone. The man she had fought alongside and loved, Frank Rock, had been killed by the last bullet fired in the war. Despite her critical accomplishments, no one in French Intelligence seemed to have a use for her anymore.

Adrift and feeling no great loyalty to her government, Marie ultimately continued the resistance abroad... to Indochina, and later Algeria, teaching rebels how to throw off the shackles of French colonizers. Having faked her own death, the mystique of the mysterious Mademoiselle only grew based on speculation of her continued activities. She would help shape the rest of the century, smuggling Russian scientist and defector Alexei Luthor out of the U.S.S.R., or uncovering the international threat posed by the growing far-right Manhunter cult.

Having found love again in the namesake of Alfred Pennyworth, could Maria finally take another's name as her own, and raise a child in a traditional family, or will her heart forever remain locked into the guerilla identity of her own making as Le Mademoiselle?

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
NEW

LABEL
THRILLER

SHIP DATE
APRIL

EDITOR
SHELLY ROEBERG

WRITER
ELAINE LEE

PENCILLER
CYNTHIA MARTIN

INKER
DICK GIORDANO

COVER ARTIST
DARWYN COOKE

DC ARTY

THRILLER

±POLARI±Y

In the 1970s, the popular consciousness was overwhelmed with questions revolving around faith beyond organized religion, and the possibilities that lay in the metaphysical. It had been decades since the forced retirement of the Justice Society of America and their ilk, with the globe having to rely on conventional heroes like the Blackhawk Squadron to protect us from Communists and alien invaders. Once Time Magazine asked "Is God Dead?" and the space race was won, humanity looked inward for their next frontier.

World governments were not immune to this fascination, sponsoring numerous studies into the field of extrasensory perception. A decade later, there was little to show for those efforts, and most ESP programs wound down. By this point, law enforcement had a more pressing concern- the rise of Satanic cult activity and its seductive inroads toward innocent children through hard rock music, gory horror movies, and dice games that caused the youths to lose their very identities to demented group fantasies. Through the intersection of ESP and Satanic Panic, a revolutionary discovery was made: polarities. An individual of interest exhibiting mild metaphysical qualities could interact with an antagonistic presence that amplified their sensitivity. With the right mix of these polarized persons, once fanciful abilities like telepathy, telekinesis, psychophyrics, and precognition were suddenly attainable.

Polarity is not a simple matter. At first, couplings were tried, with the romantic pairings of the right candidates complementing and amplifying one or both members. Then stressors, like the inciting episode involving cultist Timothy Karnes, proved more promising. Abilities crossed new thresholds under duress or with opposing polarities. However, repulsors are unpredictable, leading to the maiming and killing of polarities and onlookers during exceptional displays– or the empowering of homicidal negatives. Less useful psychosis have also been triggered, like the hyperactive German boy who now insists that he's Beowulf from the 8th century Saxon poem, reborn to battle Satan. But they were more than made up for by the likes of the heretofore impossibly brilliant Martin Champion in the United States.

Control is difficult under such heightened circumstances. The young research neuroscientist Jervis Tetch has made some promising advances in mechanical impulse control. Brilliant graduate student Anthony Ivo has managed to construct a handful of automatons to act as handlers where human spooks won't do. Both have benefited from the oversight of the secret robot Manhunter infiltrators within federal agencies.

International tensions are on the rise over the ESP arms race. The French yet retain the services of Russian defector and innovative inventor Alexi Luthor, grandfather of the noted American industrialist. However, the Unknown Soldier might have something to say about that. The U.S.S.R. has opened the Puleski Institute in Siberia for ever more radical experimentation. After an incident in Denver, Detective John Jones investigates what interest billionaire Loren Jupiter has in the so-called "Magnetic Kids." Escapees from research programs have found their way to paranormal actors like Madame Xanadu, whose role in the proceedings is unclear. In a time between heroic ages, with young enhanced humans empowered by elevated emotions, expect the unexpected...

FREQUENCY
MONTHLY

DURATION
6 ISSUES

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FORMAT
NEW

LABEL
THRILLER

SHIP DATE
NOVEMBER

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BLACK STAR

DISRUPTORS

BLACK★STAR

Life was hard growing up in "Hell's Corner," forced to fight off gangs of racists to protect himself and his family. "Mal" learned to keep his head down and steer clear of open areas, especially after being hospitalized following a beating so severe that he developed debilitating kenophobia. The last thing Mal thought he needed was a pack of whitebread do-gooders tumbling into the neighborhood, dragging his kid sister Cindy into the path of Storm Trooper and his Hawks. Come to find out that they were the Teen Titans in civilian guise, paying penance for their role in the death of Nobel Prize winning peace advocate Arthur Swenson.

Before he knew it, Mal was running around in a tactical uniform, fighting to prove that he deserved a place among the Titans before their billionaire taskmaster Loren Jupiter and his estranged psychic daughter Lilith. With that girl's prophesy whispered in his ear, Mal nearly died stowing aboard a rocket bound for Venus. It was the first of many bad decisions, involving a host of short-lived costumed identities and his quiet abandonment by the team once it dissolved.

Things turned around when Mal settled down with Karen Beecher, a brilliant inventor who had her own brief turn as the super-heroine Bumblebee. They'd left that nonsense behind them after their wedding, the odd relapse in judgment aside. That is, until Cindy started dating a kid from Harlem named Luther Mannkin. It didn't take long to deuce out that Luther was seeing his sister to get to Mal, hoping to talk him into using his old connections to reach Luther's childhood friend Jemm... an alien visitor that had recently resurfaced. Luthor had made contact with Jemm's love Syrra, and both needed to find their way back home.

Luther believed that Mal was part of a prophesy... the same one Lilith had hinted at from the very beginning... which Jupiter was unknowingly manipulated into pursuing. Supposedly, the Titans had "saved" Mal from his destiny, to be carried by friendly aliens they had encountered to his true destination... the Ancient Judaeic "Black Star"... Saturn. Mal had been plagued since meeting the Titans with visions of religious fervor... delusions of having wrestled the Angel of Death for his very life and claiming Gabriel's Horn as his prize. The magical shofar had passed from his hands as quickly and inexplicably as his many costumed identities, none ever feeling like the right fit.

This was all foolishness. Mal had never truly stood as a Titan, couldn't maintain his crusading career, was still terrified of those wide open spaces. There's an awful lot of space between Earth and Saturn. Should he ever set foot where no human had gone before, a place that science says doesn't have solid ground on which to step upon, Mal would face another brutal racial conflict among beings with powers that dwarf any given Titan's. But beautiful, brilliant Karen thinks that she knows a way, and they have extraordinary friends to call upon. Maybe it's time for Mal to finally lift his head, over the grimy rooftops of Hell, on up into the Heavens themselves, and perhaps find his place there?

FREQUENCY
MONTHLY

DURATION
ONGOING

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FORMAT
STANDARD

LABEL
DISRUPTORS

SHIP DATE
APRIL

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DISICLUSION

outcasts

DISILLUSION

There were warnings, mostly unheeded, a tale as old as time. The Challengers of the Unknown spent months investigating the deterioration of Earth's Geomantic Field. This sphere of escoteric energy radiated across ley lines, connecting sources of mystical power crisscrossing the globe. These lines radically shifting and fractured... some pinched shut, others erupting. Phenomena were manifesting in unlikely places, wrecking havoc, creating a "Weirdoverse" for want of a better term. Children began to murder their parents, bearing markings of the Infinity Sect. Lea Girard, a victim of ritualistic gang rape while subjected to an etheric solution, had the resulting identical twins... embodying pure light and absolute darkness... forcibly removed from her womb. The Palace of the Conclave, the neutral arbitrating body governing magic, has been abandoned since its recent dissolution. Baron Winters, tasked with maintaining mankind's choice between the infernal and the divine, has gone into hiding. The cosmic balance, Jared Stevens, is an internationally sought fugitive for murdering a quartet believed to have been the best hope for the future of mankind.

An unexpected side effect of the exile of Solaris was the collapse of the fantastical tangent worlds in its orbit, taking with it a key source of arcane energies throughout the universe. Incantation inequality is real, and the gap is growing. It's an eldritch desert for small time hocus-pocus hustlers, lucky if they're actually at all possessing of luck, barely scraping together a simple hex. Meanwhile, the old mana ouroborogarchs are so flush as to "level up" with frightening rapidity. The sheer volume of sorcery passing back and fourth at the upper levels leave traces in the air, muddling timeless spells, with past life recollection in particular at an all-time high. Such was the case with Matt Gigli, who went from swindling tourists on the MARTA rail with Three-card Monte to fondly remembering his time as Charlemagne's court wizard. It's dangerous to be a down and out dungeon crawler, with most pools of enchantment having swiftly run dry. A mad scramble has been set off among sorcerers to conserve existing magic, and pursue new avenues... even if it means cannibalizing their own ranks. Although Machiste and Lady have built up a new empire in Atlanta, the occult outcasts rallying around them are being targeted by the likes of Deathtrap and Snare, seeking to segregate or exploit the sword & sandals set.

Separated from his former allies by time, space, and sadly the veil of death, the reborn Malagigi flees Georgia in search of charms lost. A violent episode near Manchester with Tara, widow of the Warlord, leaves Gigli shaken. There's still spells to spare in the domestic voodoo capital of New Orleans, but an encounter with a soulless Stalker leaves Gigli questioning the cutthroats' intentions. He's followed to Houma, where Gigli hopes to use the Swamp Thing to locate The Fair Lands, or at least the Claw of Aelkhünd. This has the unfortunate result of putting him on the radar of the Sunderland Corporation, and in turn their criminal ally Etienne Du Vipere.

In increasing need of allies, Gigli discovers that most of the former members of the Challengers, the latest Night Force, even the supernatural touring band Scare Tactics, are missing or presumed dead. The so-called "Fate" has been seen back on Earth, helping the Batman in Gotham, a near miss for Gigli. Hunted by the anti-magic zealot Saxon, the murderous cult The Eye of the Dark Flame, and Emerald Shocktroopers from Gemworld, with seemingly nowhere left to run, what are the odds old Malagigi will ever again offer the world another chance at blessed bewitchment?

FREQUENCY
MONTHLY

DURATION
ONGOING

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32 PAGES

FORMAT
STANDARD

LABEL
OUTCASTS

SHIP DATE
APRIL

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THE MONSTER SOCIETY

outcasts

THE MONSTER SOCIETY

Kirk Langstrom had it all. Loving wife. Doctorate. Cushy position at a major metropolitan museum. What kind of person even thinks to develop an experimental, unethical gland extract injection for the purpose of giving a human being "a bat's natural sonar"? Worse, to use himself as the test subject? When it all predictably, inevitably went wrong, and Kirk's personal hero Batman had to devise a means to reverse his transformation into some sort of "Man-Bat," that at least should have been the end of it. But no, the experiments continued... the repeated mutation into a leathery, winged rodent. Forcing the formula onto his impossibly patient and understanding wife. Abusing it to play at being a super hero himself, in places as hopelessly corrupt as Gotham City. Making her give birth to diseased, deformed offspring. Who would trade what Kirk Langstrom took for granted, in favor of this nightmarish circus existence?

Someone who never wanted that perfect life in the first place. Someone who was desperate and miserable and living a lie that he foisted on innocent others. Everyone focused on his interest in the bat, that they missed the man. When Francine Evelyn Lee found him like... that... with... in flagrante delicto, as it were... it was the final straw. Kirk could raise the troubled, exhausting children that he'd forced upon her like an obligation. After all that she had been through... had tolerated... after being raised to stand by her man, but not to stand for that kind of sin... didn't Francine deserve the chance to start again?

Nobody seemed to think so. It was somehow her fault that Kirk was the way that he was. She had been too permissive... given him too much, or not enough. She was a terrible mother for walking away from her family. A bigot, even. No one supported her, so Francine left them all behind, for an exciting, clean, decent place– Midwestern Fawcett City. Even then, everyone knew that she was damaged goods– who she'd been with– what she'd done. Who wants to hire someone that at any minute could be abducted by some inhuman creature or costumed criminal violently crashing through their workplace? The insurance alone.

It was so hard starting over, without a friend left in the world, and that's why Dora Keane was so important. She's the only one who seemed to understand what Francine had been through, and given up on. She even saw value in the Man-Bat serum Francine had taken with her in the divorce. Dora had another name, "Darkling," and introduced Francine to a whole new society of interesting people that were considered "deplorable" by a world that has clearly lost its way. Their host, Timothy Karnes, frankly wasn't much to look at... but he offered opportunities. He knew even more people, and was stunningly brilliant. He saw the potential left in Francine Lee, if she were willing to take on some... alterations. A little mad science, a little dark sorcery. After being rejected by all that she had known or been taught, even the Satanism had its appeal. Just wait until they get a load of the new Frannie and her fiendish friends...

FREQUENCY
MONTHLY

DURATION
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FORMAT
NEW

LABEL
OUTCASTS

SHIP DATE
MAY

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COVER ARTIST
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STAR HUNTERS

DISRUPTORS

Star HUNTERS

Billions of years ago, the Guardians of the Universe constructed an army of androids to patrol inhabited worlds, guided by the oath "No evil escapes the Manhunters." Their scale was grand, overlooking the smaller injustices inflicted upon society in favor of tackling only the gravest existential threats. The alien N'Lasa saw this as an oversight, and took it upon himself to reprogram the Manhunter assigned to his world to address crimes perpetrated against the common being. Incapable of comprehending the nuance of personal assaults, the Manhunter rebelled, viewing all life as an inherent evil to be eradicated. Sharing its changed perspective with the other Manhunters, a millennium of death followed. When N'Lasa confessed his trespass to the Oans, he was cybernetically altered, and compelled to extinguish the threat that he had created. Time and again, N'Lasa failed, before eventually exiling himself to a remote snow-covered temple in the Himalayan Mountains of planet Earth, where he formed the basis for the myth of the Yeti.

When the ersatz extraterrestrial "heroes" the Hyperclan unearthed the infamous Antarctic base Z'Onn Z'Orr, N'Lasa recognized them for what they were. Across countless ages, N'Lasa had built numerous secret orders to address the Manhunters, as well as threats like the White Martians, before their seeming extinction. While the JLA were able to halt a Martian invasion, there was a complication. Superman clearly remembered Protex's exact words. "Seventy more of us..." The eight members of his Hyperclan had been captured, along with sixty-two of the White Martian invaders who had taken part in emergency code "T'Ann T'Azz." That left seven beings with the power to level mountains at large.

Z'Onn Z'Orr had been reclaimed by the noble Green Martian J'Onn J'Onzz, and N'Lasa made his way there to offer his services. The Manhunter robots had recently been destroyed without N'Lasa's help, by heroes like the Manhunter from Mars. Still, N'Lasa knew something of malevolent forces secretly integrating into societies, intent on sabotage. The Martian Manhunter offered resources and blessing, with one condition... that he would remain the sole Manhunter in operation.

Over the centuries, many humans had fallen prey to the Manhunters and their various spin-off cults, some engineered by N'Lasa himself. While the robots themselves may have been all but eradicated, their fingerprint remained. Corrupt regimes. Active collaborators. The elderly former cultist Dan Richards' illusion-casting granddaughter Marcie Cooper was one. Arnold Beck, the villainous Overthrow, was another. Paul Kirk had been killed by an offshoot called simply The Council, of which a few members yet survived.

From among centuries of Manhunter victims, N'Lasa would find his recruits. Descendants and survivors. Connor Hawke. Madame Rouge. Chase Lawler. Arak. The Mademoiselle. The Magnetic Kid. These and more would be his Star Hunters...

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

FORMAT
STANDARD

LABEL
DISRUPTORS

SHIP DATE
JUNE

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PENCILLER
STEVE LIGHTLE

INKER
STEVE LIGHTLE

COVER ARTIST
NICK CARDY

THE PRIVATEER

DISRUPTORS

the PRIVATEER

Mark Shaw has gone by many names. Star-Tsar, Dumas, Manhunter– but he was done with those now. Once and again, he's The Privateer. No more cults, or bounty hunting, or psychotic crusades. No more embarrassing and endangering his family. Necrodyne Industries paid well, he had a good thing going with NYC Sgt. Sylvia Kandrey, and nothing was going to mess that up. Especially not a seven foot cybernetic Yeti with a discarded power baton.

Suddenly, it all went wrong. First, government spook Sarge Steel had some questions. Then, Sylvia dumped him for one lie too many. Next, Mark was being transferred to Star City, where the line of people looking for a piece of him started at Dr. Malig and worked backward through the Barbarian, White Lotus– even his co-worker Scarth seemed to want a pound of flesh. The Incarnate, the immortal aspect of hope that gained his power by slaying a magical entity, warned that his fellow aspect the Skinwalker was back in force. It was suggested that Mark summon the Wild Huntsman entity, a supernatural hunter that briefly possessed Shaw before he swiftly cut a deal with the demon lord Neron to contain it. Speaking of which, guess who's calling in his marker, and demanding Shaw agree to work with the Star Hunters as a mole for the infernal?

It gets worse. Hell's own hitman, Etrigan, has followed a centuries old wizard named Malagigi through a dimensional portal from "Oblivion Incorporated" to Z'Onn Z'Orr. Even as he's forced to stand with them, the Privateer has plenty of issues with the individual Star Hunters, including the way he's getting eyeballed by the suspicious Old West police legacy Madame Rouge. He's freaked out to learn that "The Mademoiselle," descended from the Unknown Soldier, also has a relation to his old foe Dumas that allows her to shapeshift into different identities. Meanwhile, Arak has been convinced by his fellow reincarnate and friend Malagigi to trust the crimelord Machiste, who had previously been targeted by the Star Hunters. An alliance is proposed, but Machiste has his own demand. Pursued by demons sent by Neron, the Lex Luthor clone derived from Earth^3 genetic materials had been guided to Lady by Mistress X. But see, the Star Hunters need Lex to fix the time sphere they've recovered, because the temporally displaced super-villain Mano warns them that a Manhunter robot under the guise of Laurel Kent is on a rampage in his far future. So, a trip to the 30th Century, and by the way, Neron wants to arrange a meet with Alex and The Demon? And what does any of this have to do with the green-skinned mother Willow they found on a deserted island?

Is it too late to go back to bounty hunting? Or even garden variety super-villainy?

FREQUENCY
MONTHLY

DURATION
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STANDARD

LABEL
DISRUPTORS

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AUGUST

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PENCILLER
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INKER
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COVER ARTIST
JASON PEARSON

PRIMAL FORCE

outcasts

PRIMAL FORCE™

When the magic first returned, Mara couldn't remember how to be anything other than a canine. Before Atlantis sank, she had been an adventurer combating great evils, employing her ability to shapeshift into other creatures alongside the sorcerer demigod Arion and the warriors Lady Chian and Wyynde. Mmm... Wyynde. Anyway, when the Darkworld was closed off from our universe, most mystical energies left with it, trapping Mara for tens of thousands of years as a fluffy white pooch. Not long ago, that changed, when immortal Arion went from a frumpy old man back to a hottie. Unfortunately, Mara was still eating generic puppy chow in a New York tenement. You'd think that she was a Lord of Chaos, with this punishment.

Today, everything has been turned upside down. Mara could be a sister to the blond dish down the hall, Amanda Crowley, who often fed the pet of old man Arion. When the mage went back to being Jim Morrison without the poetry or booze, they briefly dated, and she got a lifetime of free rent out of the deal. While still a stone fox, it's Arion who seems to have forgotten everything that he once knew, including his ability to access magic. However, Arion is aware that Darkworld has fully reintegrated into our universe, and there's a proverbial gold rush on mana sources at the moment. All manner of evil beings will covet the power Darkworld affords, and that danger must be confronted. The problem is that Mara absolutely refuses to use her shapeshifting to help, for fear of ever again losing her humanity. Luckily, the neighborhood deli owner is also the ancient trickster Chaon. Even though a fully conscious Arion would never approve, Chaon has a line to a very, very long time rival occultist.

Dr. Mist has also lost his access to once reliable spellcraft, a dire circumstance for one of the Leymen, who protect the Earth from supernatural threats. As he has done many times in the past, a party must be gathered to seek out new sources of witchery, as well as stand against the necromancers and demons coming out of the woodwork. Despite her aversion to transformation, Mara still has a nose for enchantment, and Mist is also going to need men. Glorious, bronzed, rippling muscled he-men, after Mara suffering countless millennia of nothing but mangy dogs.

Locally, there's the dimension-hopping aged rock star Jim Rook, alias Nightmaster. Road trip to Louisiana for some girl power. First New Orleans, for the Cajun creature conjurer Courtney Mason, or Anima; and in Houma, the soulless Stalker. On to the Orient, specifically Thailand, where in the Phuket Province, a woman once known as Starfire fights modern sex slavery. The renamed Akanda joins the party for a trip to Hong Kong. Mist's old cursed right hand man John Chan, best know for his infernally possessed Claw, has been spending the ensuing years cutting down local Triad. Together in Berlin, this Primal Force will face their first challenge against breaching the Darkworld, appropriately enough named Maaldor the Darklord. Even more apropos, they'll be joined by the hero of legend, Beowulf!

FREQUENCY
MONTHLY

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OUTCASTS

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JUNE

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INKER
SONNY TRINIDAD

COVER ARTIST
BRAD GREEN

MONSTERLAND

THRILLER

MONSTERLAND

After the fall of Skartaris, Mariah Romanova returned to her life as an archaeologist in Russian. Time flowed differently in the Lost World, so that when she entered, it was as a citizen of the communist U.S.S.R. There was always corruption, but modern St. Petersburg is ruled by oligarchs and their brutal thugs. Most nights, Mariah commiserates with elderly aunties Sonya Chuikov, "Communa," and "Comrade Olga," who regale Mariah with war stories involving the likes of the Young All-Stars and Blackhawk Squadron from the old days. One even posed as Hitler's daughter once! In 1956! What were her superiors thinking?

At the relocated Puleski Institute, Mariah has been adopted by her associate, Dr. Pytor Orloff, who confesses concerns when he's been pressured into returning to metahuman bio-genetic research for the new Federal Security Service of the Russian Federation. As one might expect from the successor to the KGB, former Red Shadows Major Zastrow, Natalia Spirin, and Stalnoivolk have started haunting the halls. More concerning are experiments in weaponizing the supernatural, headed by the sinister Colonel Yuri Rashnikov, involving seemingly unwilling subjects like Vampira and Mrs. Gradenko. When Orloff mysteriously disappears, Mariah investigates the project, only to discover her former lover Mikola Rostov in captivity. He had suffered under the curse of lycanthropy until the sorceress Jennifer Morgan separated him from his spirit-wolf, which responded to his commands, but also his worst impulses. The wolf had grown uncontrollable following the changing nature of magic, and Rashnikov was now using it to create an army of werewolf soldiers.

Escaping from the institute, Mariah and Mikola are pursued by all manner of Russian security agents, human and monstrous, all benefiting from the latest cybernetic weapons technology. The latest incarnations of Soviet era villains like Death Eye, Red Executioner, and the Storm King, as well as veterans like the super soldier Boris Dhumov and "Mad Maestro" Pasha Gorki, dog their every step. But the pair had weathered a truly savage land, living or dying by their skills with a blade, and their pursuers get more than they bargained for. However, the FSB isn't the only interested party involved. Gray men like Boris Dmitravich Razumihin, Pietr Brenovich, Dark Rider, and the Bad Samaritan all have their own agendas, as Mariah and Mikola attempt to use them to navigate an exit. Potential friends like Valentina Vostok and the former members of Soyuz seem forever out of reach... assuming they're still alive and free themselves. Just when things couldn't possibly seem to get worse, the new Monster Society become involved, courtesy of Matvei Rodor... and the alien killing machine Zuggernaut that inhabits his host body. Is there truly no way out of the Motherland alive and intact?

FREQUENCY
MONTHLY

DURATION
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32 PAGES

FORMAT
NEW

LABEL
THRILLER

SHIP DATE
OCTOBER

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PENCILLER
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MOONRIDER

DISRUPTORS

MOONRIDER

Much has changed since the Godwave returned to The Source. Highfather was betrayed and slain by Ares, requiring New Gods and mortals alike to combine forces to consign the God of War to the Source Wall for his crimes. Takion now presides over New Genesis, and has welcomed into the fold the earthen wizard Shazam, who has himself ascended to godhood as a member of "The Quintessence" alongside the Overlord and Zeus-Jove. Having learned from his father's augmented power at the reuniting of his Greek and Roman aspects, Ares exploited his proximity to the Source to merge with his splinter-self Mars, and escaped cosmic captivity. Orion and Lightray are dispatched to pursue Ares on Earth, and having been unable to reach the Marvel Family in recent days, Shazam joins them through the Boom Tube. However, the Wizard felt a nagging pull from the planet Mars, which he confided to Takion. As a precaution, the Forever People are tasked with investigating the Red Planet.

Beautiful Dreamer, Big Bear, Serifan, Vykin the Black, and Mark Moonrider assumed that this would simply be an errand, not realizing that Ares had moved his base of operations to his eponymous world. Preparing for the inevitable conflicts with those displaced from Solaris' orbit, Ares had already reached out to Apokolips, grateful for his execution of Highfather. The Forever People are immediately set upon by their old enemy Mantis, allied with flocks of Manhawks and a troop of White Saturnians led by Commander Synn. Their Super-Cycle is swiftly wrecked, and all but Mark captured.

Far from home, Mark calls out to the only friendly name that might yet hear him, Shazam's. The wizard responds, but is experiencing problems with his own abilities derived from the changing nature of his patron deities and the machinations of Neron. Unable to bestow his own now limited magic upon the lad, Shazam instead offers to connect Mark mystically to the Infinity Man, the powerful New God that the Forever People once summoned in times of greatest need. With their special Mother Box destroyed, Mark would have to take a portion of Infinity Man's power into himself by calling out the now magical word of "Taaru!" With this, Mark is transformed into a radical new Moonrider.

Struggling with his altered perceptions and extraordinary abilities, Moonrider attempts the rescue of his friends and justice for his fallen mentor. It will not be easy, as Ares resides at Castle Karmang upon the Olympus Mons. Its master, known simply as "The Evil," is a mad mage responsible for the deaths of two billion of his fellow White Martians. Trapped in his manor for a million years, haunted by the accusing spirits of his victims, Karmang seeks nothing less than to smash Mars and Earth against one another... those resting upon the planets be damned. With a mix of advanced science and profound sorcery, The Evil may just be able to bring this destruction about. But Moonrider is not without his own aid, soon joined by Black Star, Bumblebee, and Jemm, who had pursued their Saturnian foes to Mars. And deep within the keep, bound by chains, is Ares' very own brother...

FREQUENCY
MONTHLY

DURATION
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FORMAT
STANDARD

LABEL
OUTCASTS

SHIP DATE
SEPTEMBER

EDITOR
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PENCILLER
TOM SUTTON

INKER
TOM SUTTON

COVER ARTIST
MOEBIUS

MANHUNTER

DISRUPTORS

MANHUNTER™

The first ever ongoing series devoted to the Manhunter from Mars launched out of DC ONE MILLION with an innovative campaign. Debuting with a special #0 issue detailing J'Onn J'Onzz's earliest days on Earth living as an African-American, and why he ultimately instead chose the role of a white male authority figure; continuing into a premiere GHOSTS Annual; followed by the # 1,000,000 issue co-written by GRANT MORRISON accounting for the Alien Atlas' far future. Finally, the #1 edition, examining the sole Manhunter's decision to drop part of his title following repeated White Martian incidents, and his position as the most prominent super-hero outside the United States.

In this initial story arc, the International Ultramarine Corps have assumed an aggressive role in defending South America, naturally bringing them into contact with the Manhunter. The U.S. government still views many of them as military deserters, and their push back against Latin exploitation in the wake of the tragedy in Montevideo has earned them vicious enemies. When a despicable new incarnation of corporate metahumans The Conglomerate perpetuate a horrific assault upon the team in Superbia, the Manhunter's response places him at odds with the U.S.

As the new creative team take over, Bloodwynd alerts Manhunter to strange activity in the Guyana of Venezuela. Soon joined by Swamp Thing, Aztek the Ultimate Man, and Rima the Jungle Girl, they discover a source of the Endless Energies of Entrop, indicating it as one of the twelve prime mana sites on Earth. Despite his status as a fallen angel, Asmodel and a fraction of his Bull Host will make for strange company in defending the reserve from the forces of Grendel, a new player in the Underworld. Next, we'll see Manhunter guard the Watchtower against the cybernetic assault of Lord Havok, as J'Onn tries to reach the humanity in his old friend, inflaming his awkward standing with former JLA teammates.

Manipulated by the psychic residue of Despero into believing that he's developed a soul, and romantic feelings for the illusion casting Gypsy, L-Ron becomes an increasingly brazen stalker... violently colliding with his friends in a clash of wills. Soon, sharing his base in the frigid Martian city of Z'Onn Z'Orr with a new super team, J'Onn's supporting cast is joined by Oberon, Gypsy, and L-Ron. When Castle Carnage is rediscovered by the Star Hunters along the shores of the Weddell Sea, J'Onn recalls a 1970s adventure involving retiring veteran policeman Dan Richards, playboy Marco Xavier, the international crime cartel of Vandal Savage, and an army of Paul Kirk clones led by the soulless Stalker.

A new incarnation of the Hyperclan is formed from the handful of White Martians that had previously escaped capture, guided by an ancient evil far more deadly than the Manhunter has ever known. Closing out the year, "Alex" Luthor succeeds in creating a bridge to Earth³, but attracts the CSA, whose Ultiman enjoys amplified abilities in the presence of magic... a major modern hazard for the Martian Marvel!

FREQUENCY
MONTHLY

DURATION
ONGOING

PAGE COUNT
32 PAGES

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STANDARD

LABEL
DISRUPTORS

SHIP DATE
CURRENT

EDITOR
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WRITER
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TOM PEYER

PENCILLER
FRANK QUITELY
BART SEARS

INKER
RAY KRYSSING

COVER ARTIST
FRANK QUITELY

ATARI CHAMPION

DISRUPTORS

ATARI CHAMPION

At just twenty-four years old, Martin Champion has already lived an enviable lifetime. The affluent child prodigy graduated from the Space Academy at Colorado Springs, ahead of his early acceptance to Princeton University, where he also began Olympic training. After winning three Gold Medals at the 1996 Summer Games, he was admitted into the undergraduate program at MIT, before transferring to Cal-Tech. Then came that fateful day, October 18, 1998, when unknown enemies struck against NASA's first lunar colony. Commander Champion, now a veteran astronaut, was tasked with leading a team to rescue the survivors within a narrow 72 hour window.

While on the moon, Martin Champion made an unnerving discovery... he found himself. Literally, Martin uncovered what seemed to be his own fresh corpse, better than twice his current age, clutching in one hand some sort of artifact, and in the other a technologically advanced device. Brilliant as he is, Champion managed to decipher the device, and his life flashed before his eyes. A version of it, anyway... recorded to a digitized diary of extraordinary megabit memory, as lived by the late Martin Champion. A woman he'd barely met, mission co-pilot Dr. Lydia Perez, would supposedly become his bride. She would die giving birth to their son, Christopher, who would develop mutant teleportation powers related to their mutual contact with multiversal energies. Earth would soon be living on borrowed time, thanks to the devastating effects of the five day war that would follow the lunar strike. Martin, Lydia, and others would find a replacement Earth, which would come to be known as "Homeworld." Finally, Martin would spend the rest of his life fixated on a malevolent alien entity dubbed the Dark Destroyer, whom he blamed for Lydia's demise and other atrocities.

In the end, this future Martin would make the grim supposition that the presumed benevolent corporation he had been associated with for his entire adult life, Atari, was actually controlled by malevolent aliens called the Blood Legion. That they were agents of an empire of shadows for the fate of all existence, of which the Dark Destroyer was one of their despicable gods. The recovered alien artifact was theorized to afford access to the Somaii, an opposing race offering mankind's only hope of salvation.

Bizarre as the circumstances seem, it was clearly all nonsense. Some prank or quirk or delusion under these heightened circumstances. Martin was a student of science, not a believer in fantasy. Except, as Champion and Perez prepared the survivors for transport back to Earth, word reaches them of an imminent global conflict. Prior to terrestrial reentry, the artifact suddenly ignites. Martin faces a second death, or perhaps the choice of his ultimate destiny, as an otherworldly entity asks if he will be... their Champion?

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THE POWER OF SHAZAM!

outcasts

THE POWER OF SHAZAM!

Beginning with February's #48, the incoming creative team begins a bold new direction for The World's Mightiest Mortal™. The rise of magic has unearthed a forgotten truth, as three elderly gentlemen, each from a different walk of life but all named William Batson, emerged from the shadows. When they were young men, they met a boy who shared their name, but served as their hero, Captain Marvel.

Young orphan Billy Batson was first led to a Wizard's lair by a mysterious man dressed in green. This was long believed to be the ghost of his murdered father, Now it can be revealed that this was the demon lord Neron! In the basis for the Biblical parable of Job, the Wizard Shazam was forced to play out a moral dilemma with the Devil's Advocate, his greatest adversary. Time and again, the Wizard was tasked with sharing his godlike power with a mortal champion, only to be constantly disappointed when, from Black Adam to Zha-Vam, absolute power corrupted absolutely. As each champion fell victim to their baser instincts, all of mankind inched closer toward a final, fatal judgment. Only Billy Batson proved too innocent to be corrupted, and in fact shared the amazing powers of Shazam with an extended family, including the now aged Lieutenant Marvels. Furious at finally being thwarted, rather than admit defeat, Neron arranged for Captain Marvel to fall into suspended animation and be wiped from memory. Only now can humanity remember the greatest heroes of World War II, the Marvel Family, including Billy's long lost twin sister Mary Marvel and best friend Captain Marvel, Jr.

Also recalled in infamy was Mr. Mind's Monster Society of Evil, the greatest collection of fiends ever assembled... until now. In recent years, Satan himself had begun to rebuild the Society, led by Captain Marvel's infernal counterpart SABBAC. Powered by the "Confederation of Hell" (Satan, Any, Belial, Beelzebub, Asmodeus, and Craeteis,) SABBAC built out from the core quartet of Ibac, Master Man, and Darkling into an ever-expanding cross-section of villainy plaguing the universe. With the aid of Ebenezer Batson, the new Monster Society are able to ambush the Marvel Family, and execute the Lieutenants. As their influence spreads deeper into Fawcett City and further throughout the world, more heroes meet their end at their wretched hands, including Spy Smasher, Bulletman, and Bulletgirl.

Accepting the consciousness of Lord Marvel of the Ultra-Realm, a separate being from Billy Batson, Neron has finally felt the true power of SHAZAM! But as our hero comes to terms with his new responsibilities, the surviving Marvel Family must still evade SABBAC and other infernal actors. Escaping from their clutches, the Marvels will have to evolve into something more than child super-heroes, and the former Captain Marvel will rally a Squadron of Justice to stand against the evil of the Monster Society!

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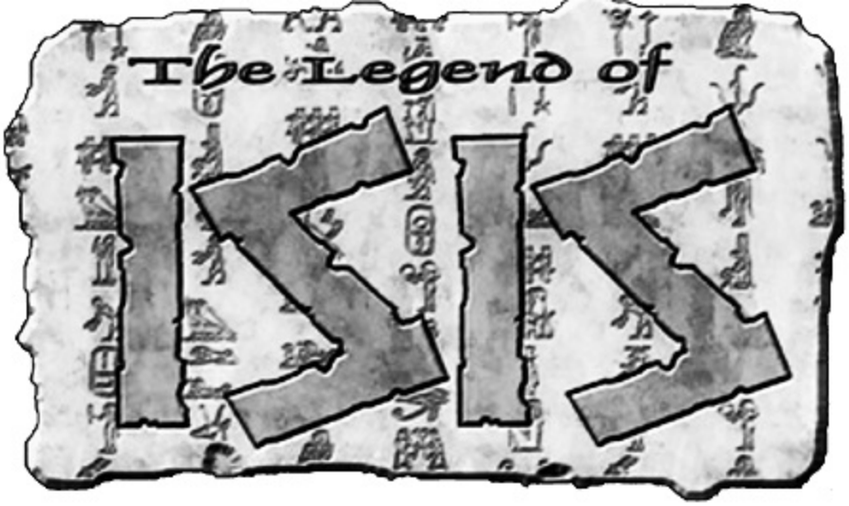
THE LEGEND OF ISIS

outcasts



As the twin sister of Lord Marvel, the Lady Mary Bromfield was destined to inherent her own stake in the Ultra-Realm, rather than a mere allotment from Shazam. Long manipulated by Lord Neron of the Underworld and Shazam's own twins Blaze and Satanus, Mary was denied her rightful claim until it was nearly too late. As the Monster Society preyed upon the Marvel Family, the Egyptian royal priest Ibis the Invincible and Princess Taia guided Mary to safety, and destiny, at the ruins of Pompeii. In the Temple of Isis, Mary called upon a new patron goddess to replace those that had abandoned her. With the words "Oh Mighty Isis," Mary transforms into a modern incarnation of Isis herself, gaining control over lighting and other elements, plant and animal life, as well as flight, clairvoyance, and superhuman physical attributes. Now Isis was ready to take the fight back to the Dark-Lords.

Early in her super-heroine career, Mary Marvel had teamed up with Power Girl to send an evil Martian sorcerer into limbo. In those days, Karen Starr was struggling with the discovery of her heritage as a survivor of the sinking of Atlantis and the granddaughter of Lord Arion. In this age of magic, that history is all too relevant, as her "aunt" Mara reaches out to her about the seemingly amnesiac Arion. Reunited with Mary as Isis, her new abilities revealed Arion's body to be possessed by the spirit of Tara Morgan, explaining his sudden mystical ineptitude. Power Girl's evil uncle Garn Daanuth has foreseen the changes to the "Legerdomain," and conspired with Count Viper of the Chicago Netherworld and Deimos of Skartaris to exploit the coming confusion with a series of body swaps. Other co-conspirators were Ares and that obscure Martian mage. "The Evil" had been responsible for guiding the White Martians back to Earth ahead of their invasion, while himself returning to Castle Karmang, atop a Martian mountain appropriately named after Mount Olympus. Together, they orchestrated the binding of "Hercules."

Until recently, Herakles had served as a hero of Gateway City in the guise of Champion, otherwise known as erstwhile billionaire recluse Harold Campion. The one thing the real Campion's wealth could not buy him was immortality, but he could trade his mortal trappings for a permanent residency in Olympus. Soon though, Campion grew disenchanted with an eternal existence as a relative nonentity in the palace of the Gods. Striking a deal with Neron, Campion gained a fiefdom in the Underworld, embattled though it may be by encroaching demons from the Ultra-Realm like Maaldor the Darklord. Champion then served as the host for the spirit of Deimos, much to the surprise of Moonrider and his allies on Mars.

Before anything can be done, Isis' party is flanked by Emerald Shocktroopers and escorted to the Monolith of the Conclave. Seeking to possess their bodies for the Dark-Lords, Amethyst is instead liberated from the dark influence of the Archmage by Isis and Primal Force. Joined by the restored Princess Amethyst, Isis must evade the Demon Etrigan, reach out to the Manhunter, and chart a course for a showdown on Mars!

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LORDS OF THE ULTRA-REALM

outcasts

LORDS OF THE ULTRA-REALM

Over a year's worth of series come to their stunning conclusion with the launch of this title!

On the Foundation World of Earth, archetypes emerge that will serve as the Light and Dark Lords over the Multiverse. Key to holding dominion are the Crystals of the Zodiac, which align with the twelve sites of magical power upon the prime world. Parties spanning dimensions vie for control, with the fate of all universes dependent upon maintaining a balance of power that would be tipped by the unquenchable thirsts of the Crime Syndicate, the Underworld, and the various Dark-Lords of the Ultra-Realm.

To date, any resistance has been in disarray, thanks to the rare occurrence of archvillains such as Maaldor the Darklord, Garn Daanuth, Lord Neron, Deimos, Satan, and The Evil successfully navigating alliances and striking first. A series of body-swaps orchestrated by Count Viper added to the confusion, and even their raw power, with Deimos taking the form of Hercules. Cruel collectives like the revived Monster Society and Warrior Beasts added overwhelming numbers.

To the benefit of the innocent of these worlds, circumstances are improving. The wild cards of the Crime Syndicate of America and the legions of The Underworld have put all the would-be Warlords on their heels. The imminent threat of the invaders from Earth^3 necessitate the Alexander Luthors of two worlds (and the product of their cloned merger) to combine blood and souls to become something greater than the sum of their parts. No longer impeded by Neron thanks to Lord Marvel and his Squadron of Justice (featuring Ibis, Commando, Windshear, Gangbuster, and Mr. Scarlet,) progress is made against the denizens of Hell.

Becoming the self-styled leaders of the Outcasts, and having acquired the Grimstone, Machiste and Lady are best positioned to organize against The Shadow Lords. Mariah and Mikola finally reach New York City, and seek out Mistress X for help in controlling his soul-wolf. Malagigi has navigated dimensional portals to secure the Star Hunters and their allies like the Manhunter, while Mara has likewise reached the Rock of Eternity and the reconstituted House of Marvel (including Mary/Isis, Freddy/Smasher, Moonrider, and Black Star.) Under the guidance of the warrior-king Machiste, old allies and new are united to restore the well-being of the Twilight Equator.

Machiste. Travis Morgan. Lady Amethyst. Arak. Hercules. Mikola. Each will play a pivotal role in the future of the multiverse. Each will stand or fall as Lords of the Ultra-Realm!

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I fought the deadline of this project until after 4:00 a.m. on the day that I was set to record Fire and Water Presents: Who's Editing Episode 14. This podcast has sparked an obsession in me that has led to the writing of hundreds of fake solicitation copy blurbs for nonexistent books in an imaginary alternate universe slate of DC titles to go with each episode, and even the start of a companion podcast, The DK Encyclopedia Diaries, to chronicle the progression of my mental breakdown. It's been a joy, but frankly exhausting, and I've yet to fully recover from just my first guest spot on the show. I requested to do Vol XIV early on, so I wanted to put extra effort into it, as evidenced by the existence of this fake catalog. Anyway, after hitting the deadline, I had to wing it on the last few entries that were largely written, but not massaged or synopsized to completion. My main problem was that I'd put so many irons in the fire, that fitting a resolution into one blurb was a bridge I resisted crossing. I took a few days off, did some more unnecessary research to proof against "missing" anything, and then half-heartedly grinded out that last blurb to meet my self-imposed Saturday deadline to send Siskoid a PDF of this "book" for use on the gallery page. Despite creating this for the express purpose of not belaboring the podcast with excess details, Siskoid still edited down a three hour recording session to two, more than double the length of an average episode. Sorry about that, but it would have been worse without knowing I had this to fall back on, and even then, there was reams of material that I couldn't fit within the parameters of this artifice.

Below is under-edited "deleted footage" that I couldn't squeeze in, mostly for the benefit of my loose grip on sanity, since none of this was truly done with an audience in mind. I did it for my own personal amusement, and since this effort would otherwise go to waste, I figured to dump the loose bits (including the final Who's Who entries' incorporation) into back matter...

Thanks to events in the Superman and JLA titles, the DC Multiverse has returned, in the form of the magical Ultra-Realm. With numerous fantastical pocket dimensions collapsed into the core reality, and true parallel universes overlapping to become more permeable, open conflict across the Ultra-Realm appears unavoidable.

Increasingly emaciated and covetous of his slim mystical reserves, Malagigi is pursued by his ancient enemies the Warrior Beasts: human-animal hybrids with a hunger for the arcane. The team of Isis, Power Girl, and Amethyst prove the perfect heroines to bring down Oggar the Accursed, World's Mightest Immortal, and killer of too many members of Mary Marvel's Family.

Trapped in the body of Deimos, the still living Travis Morgan is rescued from Castle Carnage (and his guard Mammoth) by The Privateer, who takes advantage of Neron's absence to listen to his conscience. Meanwhile, in the form of Tara, Arion uses the dimensional doorways of Oblivion Inc. to reach Z'Onn Z'Orr in order to convince Arak that his needs trumped the Hunters'. As Skullman, Craven, Hydraz and the rest nip at Malagigi's weary heels, starving for his own taste of fresh spellcraft, Malagigi goes to ground... hallowed ground, that is. Mining a vein of strange magic, mingling the ancients and a potentially radioactive future, Malagigi stumbles upon a potential champion. Encircled by Snakeman, Zardus, and Guana astride a Fire Dragon, he'll need Atlas the Great to save his day.

When Alex was captured by LexCorp, it fell to brilliant Martin Champion to repair and pilot a Time Sphere for the Star Hunters. To the surprise of no one, Mano led them into a trap. In the far future 30th Century, Mano is a member of the Masters of Disaster. Their leader, Major Disaster, answers to Vilislith, Prince of Bones. The last Manhunter robot, Laurel Kent, has guided the evil Corporation in a plot to alter the timeline to their advantage at the dawn of the age of magic. Champion sees the same advantage, if he can change his dire fate and nip the Five Day War that dooms Earth in the bud. But first they have to return to the 20th Century, with the unexpected aid of Bilbat, the "Capmarv" and champion of Shaz in this era.

Using the Grimstone, Lady locates Isis. The whirlwind of body swapping orchestrated by Count Viper means she'll need someone to sort out who's who. Thanks to the Rock of Eternity, the various individuals Machiste needs for his plan can finally be assembled. With training from Xanadu, Mikola can finally command his soul wolf, an advantage useful even against Dark Lords. Stalker betrays Primal Force to the Cult of the Cataclysm, again pursuing global annihilation to fill the bottomless emptiness of his existence. However, Claw has managed to earn Valcan's crimson glove of Oraculum and blade Moonthorn, which joins the Sword of Night in filling Stalker with mystical metal instead. Choosing to embrace his cursed claw, John melts down the glove for enough orachulum to bind Stalker. If it worked against Arion...

Black Star has finally reclaimed Gabriel's Horn, and entered into a covenant with the Titan Cronus and the God of the Hebrews to serve as a Light-Lord for the Ultra-Realm. But when he's asked to join Lord Marvel, Isis, Crime Smasher, Amethyst, and Moonrider in their burgeoning family, will he choose a place with them on Earth or among the Saturnians? Either way, the House of Marvel will be aided in their ongoing war with Devilwing and the Monster Society by a new Squadron of Justice.

With Neron taken out of the equation by Lord Marvel, Lex Luthor and Alex join forces to stop Etrigan from claiming either one of them for Hell. Together, they must now save our universe from the Crime Syndicate of America, and perhaps their shared soul as well? Will Luthor finally find redemption, or like Stalker, will Lex's soullessness take him to new depths of villainy?

With the Dark Lords pushed back for now, Machiste and his restored friends can look to the Akashic Chronicles as a guide to future battles. Now that Jared Stevens is out of the picture, Mistress X convinces Doctor Occult to advocate for her to assume the role as head of the Conclave abandoned by the no longer adulterated Lady Amethyst. Akanda teams up with Nightshade on a quest for the Eye of Armageddon, to free one's homeland and slake the other's thirst for vengeance.

Uncomfortable with the scope of the Ultra-Lords and the assemblage of ex-lovers, Mariah opts to join the Star Hunters instead. Martin Champion and The Privateer likewise replace fallen members and their mighty Shan, as Mark Shaw chooses to finally wield the ultimate power baton. It's bittersweet for Martin, as forging an uncertain alternate future means walking away from the love of his life. At least Lydia Perez would hopefully get to keep hers, far from the Dark Destroyer.

Willow angles for her daughter to marry Power Girl's son Equinox, believing it will finally restore Cosmic Equilibrium, but her secret alliance with the Warlock King of Myrra indicates they would be getting into bed with deadly darkness...